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CLAIMS

1. A method of operating a computer game program comprising the steps of:

(a) - loading said computer game program;

(b) - executing said computer game program;

(c) - receiving instructions from a user interface (17,18);

(d) - changing the game status according to said instructions, and

(e) – charging a user to store said game status.

2. A method according to claim 1, further comprising the step of:

(f) - pausing the game status for a predetermined period of time between steps (d) and (e) in response to a specific instruction from said user interface.

3. A method according to claim 2, further comprising the step of:

(g) – further changing the game status according to said instructions after step (f).

4. A method according to claim 1, 2 or 3, wherein step (e) comprises charging said user a first amount to store said game status for a predetermined time period and charging said user a second amount to store said game status for an unlimited time period.

5. A method according to claim 4, wherein said first amount increases over said predetermined time period.

6. A method according to any preceding claim, wherein said charging is debiting a user's account.

7. A method according to claim 6, wherein said user's account is credited following specific changes in the game status.

8.     A computer game system 10;20 for operating a computer game program comprising computer readable storage means 12 arranged to store said computer game program, a processor 14 arranged to load said computer game program from said storage means 12, to execute said computer game program, to receive instructions from a user interface 17,18, and to change the game status according to said instructions, and charging means 16;28 for charging a user to store said game status.

9.     A computer game system 10 according to claim 8, wherein said system is an integrated computer device.

10.    A computer game system 20 according to claim 8, wherein said system has a distributed architecture communicating via the Internet 22.

11.    A computer game system according to claims 8, 9 or 10, wherein said charging means debits a user's account 28.

12.    A computer game system according to any one of claims 8 to 11, wherein said charging means comprises a cash receiver 16.

13.    A computer game program for carrying out any one of the methods of claims 1 to 7.